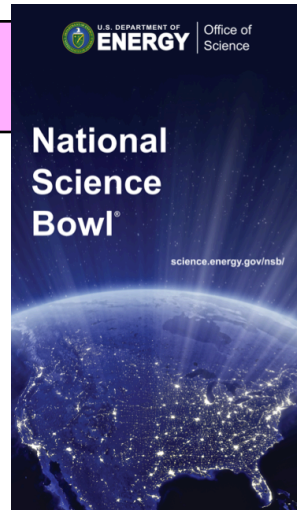


SCOREKEEPER – What do I do?



1. Set up score sheet on flipchart.
2. Understand where to place points --- Use a cumulative tally
3. Scoring
 - Toss up questions = 4 points
 - Bonus questions = 10 points
 - Toss up Penalty = 4 points; Bonus Penalty = 10 points
4. If a competitor **interrupts** the Moderator while a question is being read, and if the competitor answers incorrectly, then the opposing team:
 - Is awarded 4 points
 - Has the question reread
 - Has a chance to answer the toss up question, if still eligible (for an additional 4 points)
 - If the toss-up is correct, has a chance to answer the bonus question (for an additional 10 points)
5. If a competitor buzzes in, and answers before being recognized (a **Blurt**), then the opposing team:
 - Is awarded 4 points (Note: if there is a blurt AND an interrupt, there is only ONE 4-point penalty)
 - Has a chance to answer the toss up question, if still eligible (for an additional 4 points)
 - If the toss-up is correct, has a chance to answer the bonus question (for an additional 10 points)
6. At halftime
 - Announce the scores.
7. At end of game
 - Announce the final scores.
 - Leave the flipchart score sheet in the competition room.

Minimum Requirements:

- Be able to perform basic math skills quickly and accurately
- Be able to focus on the scoring in a competition setting
- Be comfortable standing as needed during competitions
- Be at least in eighth grade (depending on maturity)